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1 [WireGL: a scalable graphics system for clusters](#)[Greg Humphreys](#), [Matthew Eldridge](#), [Ian Buck](#), [Jordan Stoll](#), [Matthew Everett](#), [Pat Hanrahan](#)August 2001 **SIGGRAPH '01**: Proceedings of the 28th annual conference on Computer graphics and interactive techniques**Publisher:** ACM [Request Permissions](#)Full text available: [Pdf](#) (333.39 KB)**Bibliometrics:** Downloads (6 Weeks): 3, Downloads (12 Months): 69, Downloads (Overall): 760, Citation Count: 6

We describe WireGL, a system for scalable interactive rendering on a cluster of workstations. WireGL provides the familiar OpenGL API to each node in a cluster, virtualizing multiple graphics accelerators into a sort-first parallel renderer with a parallel ...

Keywords: cluster rendering, parallel rendering, remote graphics, scalable rendering, tiled displays, virtual graphics

2 [Tracking graphics state for networked rendering](#)[Ian Buck](#), [Greg Humphreys](#), [Pat Hanrahan](#)August 2000 **HWWS '00**: Proceedings of the ACM SIGGRAPH/ EUROGRAPHICS workshop on Graphics hardware**Publisher:** ACMFull text available: [Pdf](#) (354.74 KB)**Bibliometrics:** Downloads (6 Weeks): 3, Downloads (12 Months): 25, Downloads (Overall): 322, Citation Count: 2

As networks get faster, it becomes more feasible to render large data sets remotely. For example, it is useful to run large scientific simulations on remote compute servers but visualize the results of those simulations on one or more local displays. ...

Keywords: graphics state, networked rendering, remote rendering

3 [Specialization tools and techniques for systematic optimization of system software](#)[Dylan McNamee](#), [Jonathan Walpole](#), [Calton Pu](#), [Crispin Cowan](#), [Charles Krasac](#), [Ashvin Goel](#), [Perry Wagle](#), [Charles Consel](#), [Gilles Muller](#), [Benaid Marlet](#)May 2001 **Transactions on Computer Systems (TOCS)**, Volume 19 Issue 2**Publisher:** ACM [Request Permissions](#)Full text available: [Pdf](#) (178.52 KB)**Bibliometrics:** Downloads (6 Weeks): 15, Downloads (12 Months): 62, Downloads (Overall): 656, Citation Count: 1

Specialization has been recognized as a powerful technique for optimizing operating systems. However, specialization has not been broadly applied beyond the research community because current techniques based on manual specialization, are time-consuming ...

Keywords: operating system specialization, optimization, software architecture

4 [HEMS monitoring and control language](#)[G. Trewitt](#), [C. Partridge](#)

November 1988

HEMS monitoring and control language

Publisher: RFC EditorFull text available: [Txt](#) (96.42 KB)**Bibliometrics:** Downloads (6 Weeks): 0, Downloads (12 Months): 0, Downloads (Overall): 0, Citation Count: 15 [Audiofile: a network-transparent system for distributed audio applications](#)[Thomas M. Levergood](#), [Andrew C. Payne](#), [James Gettys](#), [G. Winfield Treese](#), [Lawrence C. Stewart](#)June 1993 **Usenix-stc'93: Proceedings of the USENIX Summer 1993 Technical Conference on Summer technical conference - Volume 1**, Volume 1